GAME PLAYING HINTS
Even more help for those struggling on their games.

H&D QUIZ SPOT
More fun puzzles to test your skill and knowledge of the Home Computer market.

COMPETITIONS
Further chances to win software of your own choice in easy to enter competitions.

Plus many other articles that we're sure will be of interest to C16/Plus 4 owners.

See you next month!

ISSUE 2 C16/PLUS 4 HANDBOOK

AVAILABLE FROM 24TH MARCH

DON'T MISS IT

SEND ALL CORRESPONDENCE TO:-

H & D SERVICES
1338, ASHTON OLD ROAD
HIGHER OPENSHAW
MANCHESTER
M11 1JG

EDITORIAL

Welcome to the very first issue of our new C16/Plus 4 handbook. Over the next few months with your help we hope to produce a handbook that will add to the enjoyability you get from your machine.

One thing we always encourage is readers contributions and whether its game playing hints or just the need to sound off about something that angers you we'll be glad to hear from you.

We hope you enjoy the handbook and will continue to give us your support over the next few months.

FRONT COVERS

We currently encourage the readers of our other handbooks to send in their own front cover designs. This issues front cover design is taken from one of our Spectrum readers designs and our thanks to Jane Kennedy for this one of several she has recently sent in. So get your pencils sharpened who knows your effort may be on the front of issue 2.

WANTED YOUR OWN HINTS/POKES/MAPS

As this is the first issue we have had to put together game playing information from various sources. We cannot check the authenticity or success of all the hints that we publish so can only ask our readers to ensure that thay send in working hints. For this issue we have a large supply of adventure help but more for future issues will be most welcome and we are always on the look out for arcade game maps,hints, and if there are any Hackers out there Pokes.

To help encourage hints we offer a prize of £8 worth of software of your own choice to the sender of the best hints/pokes/maps received up to 7 days before our next publication date. (please state which tape you would like if you win along with your hints)

Please ensure your tips meet the following conditions.

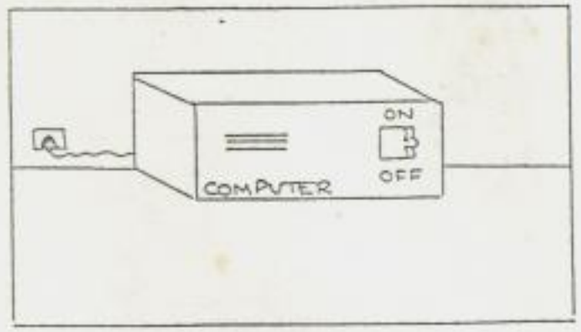
a) POKES Always enclose with the poke any relevant information as not every reader has the required knowledge of knowing where to put the poke.

b) HINTS Please write all your game playing hints as clearly as possible as our interpretation of hand writing sometimes leads to mistakes.

c) MAPS Please ensure maps are clear and preferably in black and white. If a key is necessary ensure it is on the map. (If you wish us to return any maps please enclose a stamp addressed envelope)

READERS JOKES

Our thanks to A Nilsen of Norway who sent in the following small cartoon.



"I HOPE THE MAIN OFFICE THINK ITS EASY ENOUGH TO USE"

READER FEEDBACK

This column will publish any letters we receive that we believe to be of interest to our readers. So if you wish to air your views on anything at all to do with the computer industry, just drop us a line.

GENERAL NEWS

MAGAZINE WATCH

A regular item in our other handbooks is 'Magazine Watch' Each issue we look at a particular computer magazine and analyse its content and give an assessment as to its worth to the differing computer owners. In all fairness it would be hard to pick any current large magazine that gives the C16/Plus 4 much editorial space, so our aim is to try and keep you always up to date as far as any special items the mags do which have a relevance to you.

Look out for the March edition of Commodore User which will be running a special item on C16/Plus 4 software.

ANGER SPOT

We recently had a customer enquiry whether he should buy the Plus/4. He told us he had enquired from Commodore whether they were thinking of discounting the machine. Although they insisted that they would continue to support the machine, he took our advise and decided to look elsewhere we noticed that Popular Computing Weekly, also state that the company looks set to discontinue manufacture, and it will be interesting to see just who is right - ourselves (and Popular Computing Weekly) or Commodore

Incidently we hear that some stores are even stating that the Plus/4 is the updated version of the C64. It looks like yet another christmas when some of the public will be tricked into buying the wrong hardware.

The computer industry seems determined to give a section of first time buyers a jaundiced view of computers, don't they realise that with only 10% of households owning computers there is a vast market waiting to be gently eased into the delights of home computing. Far too many of that market will be frightened off by the tales from dissatisfied customers. Then perhaps with a bigger market the companies will be able to resist the dog eat dog attitude which brought so many of them into near collapse

ADVENTURE GAME BOOKS

Everyone by now is aware of the FIghting Fantasy game books by Puffin, but what does'nt get much publicity is Steve Jacksons Sorcery Epic which contains 4 books. The first two books were published by Penguin and the last two by Puffin. The difference between those four and the others mentioned above is that the sorcery epic is aimed at the more adult player. The four books go by the following titles, The Shamutanti Hills, Khare - cityport of traps, The seven Serpents, The Crown of Kings.

Civilization and order had spread through most of the lands thanks to the Crown of Kings all that is except for the region of Kakhabad where everything evil had crawled. The crown had magical power and was passed from ruler to ruler of the kingdoms to make them peaceful and prosperous. Each ruler kept the Crown for 4 years. The King of one of the lands Analand received the Crown and all went well until the night of the Black Moon. The Crown was carriedoff to the fortress of Mampang in Kakhabad. With the crown of Kings, Kakhabad could potentially be a deadly enemy to all the peaceful kingdoms. One hope remained, a military army would never survive the journey so yes you have guessed it you have volunteered to try and recapture the crown.

So the task starts a familiar theme, but certainly enjoyable to the adventurer you can either be a warrior or wizard. If you choose to

be a wizard you will have to memorize many spells which will help you on your mission. To play you will need two dice, eraser and a pencil. You will have skill, stamina and luck points these can increase or decrease as the game goes on. The godess Libra can grant you one request ie. to escape from a sticky situation but only one, the rest is up to you.

C16/PLUS 4 PROBLEMS

Over the past few weeks we have had a few telephone calls and letters concerning addons and compatability where in many cases the caller has been told differing stories from different so called professional outlets. We do not know ourselves a great deal about the C16/PLUS 4 workings but we will always state what we believe to be the truth and offer whatever advice we can, we list below the sort of questions asked in the hope that the answers may help other puzzled and confused owners who are out there.

I HAVE BEEN TOLD THAT THERE ARE NO C16 JOYSTICKS AVAILABLE!

We know of at least one specific C16 joystick which is made by Commodore it RETAILS AT AROUND £10.00 (if anyone is interested we are currently trying to find the availability of these joysticks from our suppliers).

IS IT POSSIBLE TO UPRATE MY C16 TO A COMMODORE 64?.

There are apparently one or two ram packs available for the C16 to give it larger user memory but the system it operates is not compatable with the Commodore 64 and so you will be unable to run C64 software on your machine, in the same way that you cannot run C64 software on the PLUS 4 even though memory sizes are compatable.

I HAVE BEEN GIVEN TWO REASONS WHY THERE IS LITTLE SOFTWARE SUPPORT FOR THE PLUS 4 ONE IS THAT ITS NEW AND THE SOFTWARE HOUSES NEED TIME TO PRODUCE THE SOFTWARE, THE OTHER IS THAT ITS AN OUT OF DATE MACHINE THAT IS NOT RECEIVING ANY TYPE OF SUPPORT

If we look closely neither of these statements is exactly true. The PLUS 4 initially was billed as the natural up grade to the C64 for whatever reason this did'nt pay off, and although it is an exceptional programmer tool it received and still receives very little software support. We were angry last christmas that retailers were still labelling this machine as the successor to the C64 even with the arrival of the Commodore 128 which quite rightly was the C64's true successor although there are now doubts also as to the C128 future we will have to see with the obvious sales of the PLUS 4 last christmas whether it will receive any real support in the near future.

AS A NEW OWNER OF A C16 I AM ON THE LOOK OUT FOR BOOKS ON BASIC AND MACHINE CODE

We currently are aware of an 'introduction to basic' cassette by Commodore priced at around £15.00, and a 'machine code introduction' book published by Melbourne House costing around £7.00.

SOFTWARE NEWS

C16/PLUS 4 SOFTWARE SUPPORT

With the sales last christmas of many thousands of C16/PLUS 4 machines at special offer prices it will be interesting to see whether over the coming months software houses will lend more support to the machines. During 1985 many appeared to ignore the C16/PLUS 4 and very little high standard software was appearing. Adventure International have appeared to steer clear after the release of Gremlins during the winter of 1984/5 although they have released some good adventures on the more popular machines they have not converted any of these new games. Bubble Bus quite active on the CBM64 and Spectrum have been noticable by their absence. Commodore continue to release low price games that are of reasonable standard. Elite gave us Airwolf but what else. Gremlin are probably the most active at the moment with recently their tremendous value 4 game compilation and now their sure to be a best seller 'Kung Fu Kid' with more to come. Mastertronic the £1.99 kings continue to produce a small quantity of new releases. Melbourne House have gone quiet. Ocean gave us Daley Thompson but what else. Another house appearing to give support is Tynesoft who have not exactly set the home computer world alight but do continue to supply games if not of the best quality certainly in reasonable quantity. The Plus 4 on its own is getting to our mind no new game support whatever. So at this point there are signs of support for the C16/PLUS 4 but it willbe interesting to see if supplies and standard of software continues to grow in the near future. You will be sure that we'll keep you in touch over the next few months.

WHERE TO BUY?

A problem facing most of us now is how to get hold of the software that is supposedly available. Your local shops shelves are not exactly stacked with C16/PLUS 4 games are they. Most retailers will allow you to order games, but this is where some of the fun starts. As a result of the C16/PLUS 4 interest we ourselves have set up an ordering service that fortunately for both you and ourselves is working reasonably well. We have currently 4 or 5 suppliers a necessity as different suppliers will stock differing titles. They will all go for the big block buster games, but the fun starts when you try to get a title that is'nt quite new or has been put out by a lesser known software house, at this point you have to hope that just one of your five suppliers may have it, an administration nightmare. Imagine before the days of the supermarket having to go to the different shops instead of the convenience of doing 99% of your weeks shopping in one place. Unfortunately as far as C16/PLUS 4 software it is'nt necessarily one stop shopping. Another problem concerns the suppliers stock levels, once they reach zero they have only one or two decisions to make. Attempt to get further stock or delete the titles from their lists. If they delete a title which is'nt a rare occurence its unfortunate, but at least both we and the customer know where we stand with that supplier. Unfortunately the familiar phase temporarily out of stock is most common and can be used for many weeks on the same game until perhaps as a result of the requests they decide to get new stocks or delete, they have their reasons but what a bi d and its always a retailer who is left with egg on his face and having to tell his long suffering customer the news.

Another gripe for the retailer is that the suppliers are eager to tell of a new release that has been added to his catalogue but he never comes to say that a title has been deleted so a couple of weeks later you order a copy of Pacman for an eager young customer its in your catalogue you quote the catalogue number and lo and behold they come back, 'we're sorry that title has been deleted' and you pray that someone else might have it.

So when you realise just what a problem getting hold of software is from your local shop spare a thought for the problems he may also have trying to satisfy your requests.

GAME PLAYING HINTS POKES AND MAP SECTION

BEACH HEAD

STAGE 1

Always go through the narrow passage.

STAGE 2

Its always easier to get through the channel at the bottom

STAGE 3

Don't worry too much about altering the elevation of the gun it only wastes time. Try to position it half way between the fleet and the top of the screen. This should pick off the incoming aircraft before they release their bombs and you should also be able to pick off some reconnaisance planes.

STAGE 4

Go for the aircraft carrier first and sink this, then the ships on the far side finishing off with the ship in the middle.

STAGE 5

Get used to where the gun emplacements appear so that soon you can fire just before they appear.If they dont appear, nothing lost. Always try to get a shot at thegun on the bridge early on as if you leave it too late you wont be able to destroy it.

STAGE 6

You'll need as many tanks as possible to destroy the fortress and always remember that your missiles drift slightly so dont aim straight.

CIRCUS (MYSTERIOUS ADVENTURE 6)

HOW TO GET INTO THE CIRCUS TENT SAFELY

Go to end of car, type 'OPEN BOOT ,GET ALL', GET SPADE,DIG,DROP ALL GET KNIFE, FLASHLIGHT, GO TENT LIGHT FLASH LIGHT.

INSIDE TENTEAMINE ROPE,KICK CHEST,SWIM IN TANK, CRACK WHIP IN TIGERS CAGE WEAR COSTUME,ERECT NET NEAR CAGE,WEAR SHOES,CLIMB LADDER,N,GET BAR,S,USE BAR TO OPEN DOOR AT WAGON AND LOCKER,SAW OR CUT CABLE ON TIGHT ROPE,JUMP GET FISH FROM FREEZER (EXAMINE IT) FEED SEALION,GET SNORKEL,CLIMB LADDER GO TRAPEZE,SWING TRAPEZE,CUT CANVAS,GO TRAPEZE,SWING TRAPEZE,LEAVE TENT GET SPANNER,MEND GENERATOR,GET HANDLE, START GENERATOR,SYPHON PETROL GO TO THE CAR FILL TANK,GO IN TENT,GO TO TIGERS CAGE,GO TRAP DOOR EXAMINE ALL,GO EVERYWHERE,PRESS BUTTON,SHOT PANEL,GO TO CANNON, WEAR HELMET,GO CANNON,PULL LEVER,GO TO CAR,IN CAR,DRIVE CAR.

ESCAPE FROM PULSAR 7

Move the couch, s, close door and go bunk and move the pillow, go vent (sometimes you do in here) press the white button after leaving the vent, in the maze go, n,w,u,d,n,e,u and search the wreck, go bunk remove the grill and jump, after leaving the crate go, s,e,d,d,n,w,u, fix the lathe and turn the square, vandalise the locker, fix the oven, the best way to get out of the maze is drop the lard and enter it. To make the drugged cake drop the bottle, raisins, flour, tin. Empty bottle, mix get mix and bake cake. Feed the creature with the drugged cake, wear the space suit and boots after jumping through the panel above the bunk and push the red button, go door, pull lever, go shuttle and push yellow.

GREMLINS

A COMPLETE SOLUTION

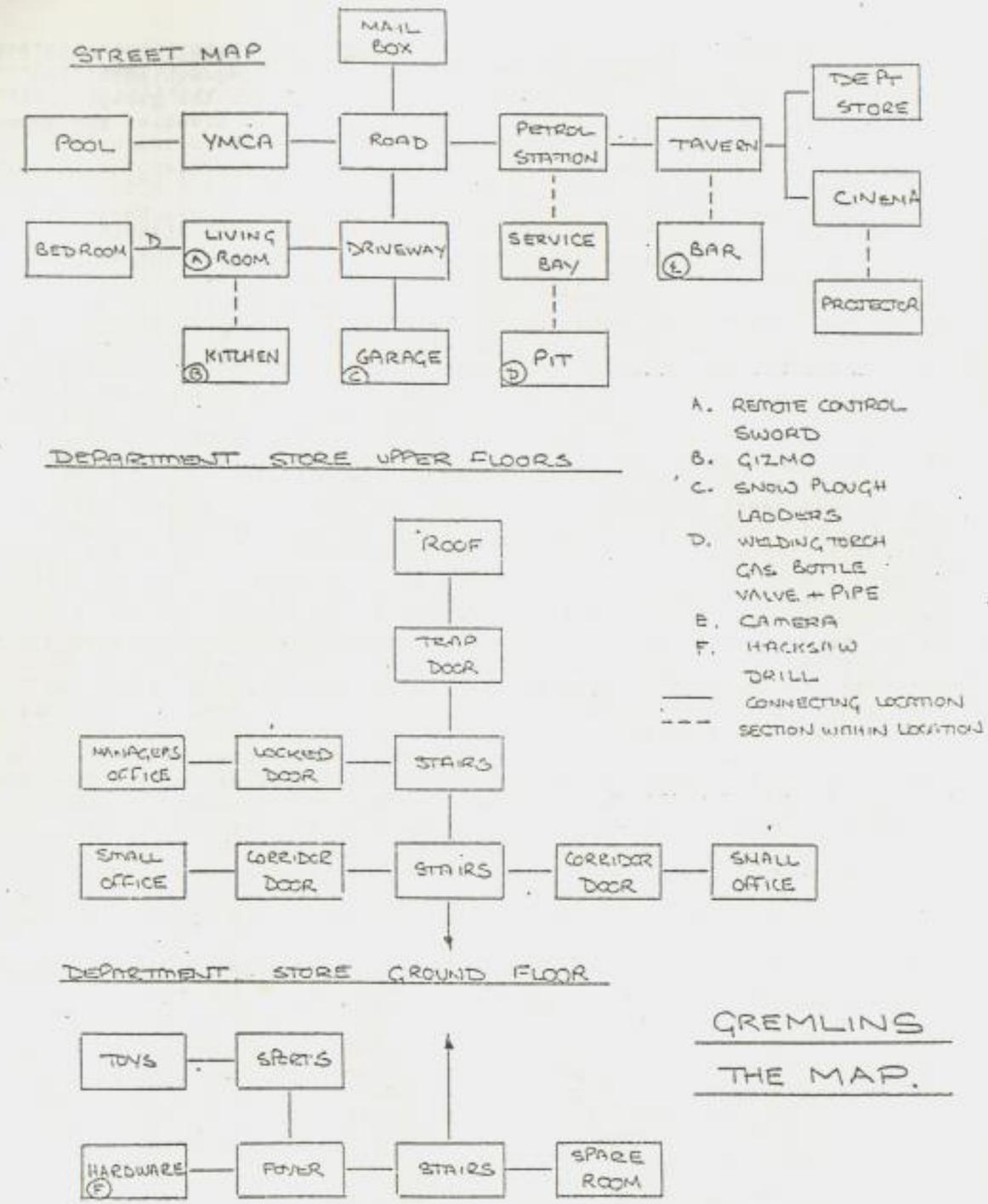
From start don't attempt to get anything "GO DOWN" "GET SWORD" "KILL GREMLIN" "GET REMOTE" "GO KITCHEN" "PUSH BUTTON" till the laundry chute opens, "LOOK CHUTE" you find Gizmo (he's afriendly helpful Gremlin) "GET GIZMO" (if you look Gizmo you will see a marvellous graphic of Gizmo) keep on "PUSHING BUTTON" till the drawer opens, "LOOK DRAWER" you find a knife, "LOOK DRAWER" you find a spark igniter, "GET KNIFE" "GET IGNITER" on to the bedroom, "KILL GREMLIN" (need knife) "GET FLASHLIGHT" head for the petrol station "GOSTATION" "GO PIT" get the welding equipment you find there, "GET TORCH" "GET BOTTLE" "UP" now make for the garage "OPEN VALVE" "LIGHT TORCH" "WELD PLOUGH" "CLOSE VALVE" that disables the snow plough, the next sequence of operations is to drain the swimming pool and to get the plates to weld over the broken vents, so make for the swimming pool (Gremlins breed in water) go to the location by the Y.M.C.A. "GO DOOR" "DROP ALL" "GO POOL" "GET PLUG" that drains the pool, now make for the mail box, (stripe the Gremlin is in there) so "LIGHT FLASHLIGHT" "INSERT FLASHLIGHT" (Gremlins don't like light) stripe jumps out and runs away, the mailbox is a source of metal, so we want to cut it up, "OPEN VALVE" "LIGHT TORCH" "CUT BOX" "CLOSE VALVE" you get a pile of metal plates "GET PLATES" now make for the department store, "GO STORE" keep your knife and drop the rest of your equipment in the foyer, back to the tavern, "GO TAVERN" "GO BAR" "GET CAMERA" "PUSH BUTTON" the flash goes off and the Gremlins flee, now you can put the knife to good use, "CUT PIPE" "GET PIPE" go back to the foyer where you left your gear, get the welding equipment - spark igniter and metal plates, wander around the store welding plates over all the broken vents except the one in the hardware dept. "OPEN VALVE" "LIGHT TORCH" "WELD PLATE" "CLOSE VALVE" the two awkward vents to reach, on the roof and behind the locked door, the roof can be reached by dropping the ladder (the one from the garage) under the trap door, "DROP LADDER" "CLIMB LADDER" gets you on the roof to open the the locked door drop Gizmo near any open vent and he will open the door for you, having now welded up all the vents bar the one in the hardware dept, we now come to the tricky bit, carry all your gear up to the hardware dept so you can have it all handy "LOOK COUNTER" you find jointing tape, "GET TAPE" "GET DRILL" "INSERT DRILL" (into the mains out let) "DRILL PLATE" now make sure you are carrying the camera and hang about for the Gremlins to appear, when they do "PUSH BUTTON" (all the Gremlins run into the vent) light up your torch again and "WELD PLATE" that got all the Gremlins in the vent system, now you want to do them a nasty. So drop your welding gear (bottle pipe and torch) make sure the gas is off "CLOSE VALVE" "CUT PIPE" (you need hacksaw) now you need to connect the pipe you cut in the tavern with the cut pipe of the welding equipment, if you are carrying the jointing tape simply "JOIN PIPE" you should now be able to see a gas bottle with pipe reduced to half inch, as the hole you drilled in the metal plate is half inch need I say more? O.K. on we go "INSERT PIPE" "OPEN VALVE" "DROP ALL" leave the premises, wander the streets and you will hear an explosion, goodbye Gremlins or is it? you forgot about stripe the head nasty, no problem after the explosion stripe will come running past on his way to the swimming pool, (remember you drained it earlier on) go to the swimming pool "GO POOL" "GET STRIPE" then take him outside into the street.

To finish you have to go into the swimming pool and get stripe out of there. But to enter the pool you must drop everything you're carrying Unfortunately there is a bug in the program. You MUST drop the welding equipment and pipe before you cut it otherwise you're left holding part of the equipment you cannot drop preventing you from entering the pool and finishing the game.

During the course of the game you will be bothered by Gremlins, each time they appear go into the cinema "GO CINEMA" "SOUTH" "START PROJECTOR" Gremlins stay and watch film.

Make sure you have dropped the bottle and pipe and that the valve is closed before cutting the pipe.

Objects and their uses. SWORD-KILLS GREMLIN AT START.
KNIFE-KILLS THE DART THROWING GREMLIN AND CUTS THE PIPE IN THE TAVERN.
TORCH-BOTTLE & PIPE-YOUR WELDING EQUIPMENT.



FLASHLIGHT-SWITCH IT ON AND POST IT TO GET STRIPE OUT OF THE MAILBOX.

HACKSAW-CUTS THE PIPE ON THE WELDING EQUIPMENT

JOINTING TAPE-TO JOIN THE TWO PIECES OF PIPETOGETHER.

ELECTRIC DRILL-DRILLS HOLE IN METAL PLATE.

LADDER- TO ENABLE YOU TO REACH THE ROOF OF THE DEPARTMENT STORE.

CAMERA-USE IT TWICE, TO FRIGHTEN THE GREMLINS OUT OF THE BAR, AND TO GET THE GREMLINS INTO THE VENT SYSTEM.

GIZMO-OPENS THE LOCKED DOOR.

SPARK IGNITER-LIGHTS THE WELDING TORCH.

THE HULK

From the start "BITE LIP" to get out of chair, "GET FAN" "GET GEM" "EAST" "PUSH BUTTON" "BITE LIP" "GO TUNNEL" "GET GEM" "DIG" "GO HOLE" "DIG" "GET GEM" "UP" "LIFT DOME" "GET GEM" "SOUTH" "DROP GEMS" (4)

There are three domes that appear at random, so go south till you find the dome containing bees, go back out into the field "WAVE FAN" to get rid of them, there are three gems to be found while you are here, "LIFT DOME" "GET GEM" "DIG" "GO HOLE" "DIG" till you find a gem. "GET GEM" "GO DOME" "GET GEM" "WEST" "GET WAX" "EAST" "BITE LIP" "GO TUNNEL" "SOUTH "DROP GEMS" (3)

Continue "SOUTH" till you find the chief examiner, "LOOK DESK" "GET GEM" "GO DOOR" "DROP GEM" "SOUTH" till you come to dome with the anthills this is a tricky location as you only get one move after the ants arrive (there are six gems to find at this location so "GET GEM" (THE ONE IN THE FIELD) then immediately "GO DOME" "GET GEM" "WEST" "GET GEM" "BITE LIP" (you see Dr. Strange) "ASK STRANGE" (he points to the baseboard) "LOOK BASEBOARD" (you see the gas outlet) "PLUG OUTLET" "USE WAX" "BITE LIP" "ASK STRANGE" till he drops a gem "GET GEM".

Now you have the clue about "REMEMBER NIGHTMARE" (it keeps you as hulk for a few moves) so head "SOUTH" "DROP GEMS" (4) then "SOUTH" to the starting dome, "REMEMBER NIGHTMARE" "GO DOME" "WEST" "PULL RING" "EAST" "BITE LIP" "GO TUNNEL" "REMEMBER NIGHTMARE" then "NORTH" till you come to the underground room, "EAT EGG" "SCRATCH WALL" "GO CRACK" "LOOK CAGE" "ASK ANTMAN" (he tells you to get his friends the ants they will release him) "GET GEM" "GO CRACK" "GO HOLE" "EAST" "BITE LIP" "GO TUNNEL" we now want to get the ants and the other two gems at the anthill dome so remembering you can only give one command if the ants are present head "SOUTH" till you get to that location, if no ants when you arrive "DIG" "GO HOLE" (you are safe in the hole from the ants) "DIG" till you find a gem, "GETGEM" now is the time to go through the routine to enable you to get the ants "PLUG EARS" "USE WAX" "HOLD NOSE" "UP" "CLOSE EYES" "GET GEM" "LIFT DOME" "GET GEM" "GET ANTS" "NORTH" back to the underground room, 'GO CRACK" "OPEN EYES" "GET GEM" return to fuzzy area and "DROP GEMS" (5), you should now have 16 gems safely stored away, now is the time to get the Bio Gem so back to the underground room "GET GEM" return to fuzzy area "DROP GEM"

There are 16 gems plus one Bio Gem to get and store:-
DON'T get the Bio Gem till you stored all the other 16 gems.
DON'T go north to the underground room till you have pulled the ring in the dome
Be careful when your eyes are closed and you have the ants, you must stick to the correct route:- "GET ANTS" "SOUTH" "NORTH" "GO CRACK" "OPEN EYES", you must "EAT EGG" on your first visit to the underground room, or you lose both gem and egg. If the egg explodes restart game, don't forget to "LOOK DESK" before you leave the chief examiner.

There are 4 Gems around the start dome, 3 Gems at the dome with the bees
6 Gems around the ants dome, 2 Gems at the location with the ant man.
1 Gem with the chief examiner, plus one Bio Gem in the underground room.

THE SORCERER OF CLAYMORGUE CASTLE

There are 13 STARS to find,located as follows
1."CAST FIRE SPELL""AT TREE" in forest,the tree is reduced to ashes, "LOOK ASHES"
2."DIG" outside castle.
3.Swim down to the moat bottom,"LOOK BOTTOM"("HOLD BREATH") before swimming down.
4.In the vacant room,"PULL WEST" in the plain room to reach it.
5.On chandelier.
6.In the wizards workshop,(behind the dragon).
7.On the condemned stairway,("PUSH SOUTH") from the plain room to reach.
8.Under the stairs, reach it from the staircase,(where the rats are) "CAST LYCANTHROPE SPELL"you become a ferret,the rats run away,"GO HOLES"
9.In the stone grotto the far side of the lava stream.
10.In the dragons lair,reached from the plain room,"PUSH DOWN"
11.In the fountain.
12.In the dungeon cell,reached from the top of the fountain.
13.The dragon has it "LOOK DRAGON"

SPELLS AND THERE USES

The Bliss spellonly lasts about twenty moves,use it to escape from the moat bottom,"cast Bliss"while it is still effective do the loft sequence (it is safe to jump down while the Bliss spell is working).
The third use is that you can walk over lava.
"cast Seed"in the dusty room to open the stone door.
"cast Light"on the chandeliar to reach loft.
"cast Firefly"to see in the dark.
"cast Unravel"to lower chandeliar, (Leave the room for a few moves, the chandeliar falls)
"cast Dizzy"to improve your aim when throwing bricks.
"cast Permability"in the forest, it gets you inside a tree (treasure location)
"cast Yoho"use it to get out of the tree after casting the Permability spell,also use in the dungeon cell to return to the tree. (make this your last move)
"cast Wicked Queen"changes the broken glass to a magic mirror.
"cast Methuslah"you age rapidly.
"cast Lycanthorpe"you become a ferret.
To get past the dragon you need the Dust and Potion, "drink potion" before going down to the dragons lair,"throw dust" (the dragon moves)
To get in the crate, "throw crate" (from loft) doing this makes a hole in the crate.
To get in the castle, "go moat" "swim down" "swim down" "get towel" "swim east" "up" after"go moat" you must "hold breath" before doing anything else.

SPIDER MAN

There are 17 Gems plus 1 Bio Gem to find and store.(store all gems with Madam Web)
1 In the crib "GO CEILING" "LOOK CRIB" ignore the formula "LOOK CRIB" you find the gem.
2 On doc. Conners(the Lizard Man) "LOOK CONNERS" (see below on how to dispose of him)
3 In an office "FEEL SOUTH" when floating in the sky.
4 In an office "FEEL NORTH" when floating in the sky.
5 In the ventilation duct.
6 In the maze of ducts(behind the fan)
7 In the desk in the penthouse "OPEN DESK"
8 Dr. Octopus has it "LOOK OCTOPUS"
9 Electro has it "LOOK ELECTRO"
10 In the aquarium "EMPTY AQUARIUM"
11 In the computor lab.
12,13,14,15 are all in the lift shaft "LOOK NICHE".
16 In the paper room (by the weigh scale)
17 In the newspaper that you eventually print "GET NEWSPAPER""OPEN NEWSPAPER".
BIO GEM In an office(dont go near it,see below on how to get it)

HOW TO GET THE GEMS

1 No problem.
2 Get the Calcium Carbonate and Hydrocloric Acid, go to the Chemistry Lab. "MIX CHEMICALS" (you then get Calcium Cloride) take it to the office where Doc. Conners is "DROP CALCIUM CLORIDE" you can then get the gem.
3,4,5 No problem.
6 In the maze of ducts behind the large fan(see below on how to stop the fan)
7 No problem.
8,9 "GET OCTOPUS" "HIT ELECTRO" LOOK OCTOPUS" "LOOK ELECTRO"
10 Go to the penthouse and "SET THERMOSTAT" to 31 degrees, get the aquarium and bring it back to the penthouse "SET THERMOSTAT" to above 31 degrees "EMPTY AQUARIUM"
11 "CLOSE EYES" "WEST" "PUSH KNOB" "TURN KNOB" "GET GEM"(this gets rid of Ringmaster)
12,13,14,15 No problem just "LOOK NICHE" on every level.
16 No problem.
17 No problem (once you have managed to print the paper)
The Bio Gem. From the hallway outside the office where the Bio gem is situated "LOOK WEST" "CAST WEB" "AT BIO" (you need to be carrying the web fluid) "GET GEM"

PROBLEMS NOT COVERED.

To reach the office,that leads to the ventilation duct,from outside the building "JUMP UP" then "REMOVE MESH" "GO DUCT"
To stop the fan you need the web fluid, "CAST WEB" "AT FAN" till it slows down, "CAST WEB" "AT BUTTON" when stopped "GO FAN" will get you past.
To make the web fluid, the formula is behind the picture in the penthouse "PULL PAINTING" (the torn paper is the formula) "GET PAPER" go to the office and get the exotic chemicals. Take the paper and the exotic chemicals to the chemistry lab. "MAKE WEB"
To reach the penthouse,When you are at the top of the liftshaft and can go no farther "PUSH UP" then "UP"
To start the presses you need some weight on the weigh scale so collect the following items and drop them on the scale, DESK,ELECTRO,DOC OCTOPUS DOC. CONNERS, ICE STATUE, COUCH.(the ice statue is frozen hydraman)
Mystro, ignore him.
Extra to floating in the sky, if you have trouble reaching this location "JUMP UP" from being on the side of the skyscraper then "DOWN"
Extra to computer lab. When the Ringmaster pushes you out go through the routine No.11 "OPEN EYES" "START COMPUTER" you will then see the compute keyboard, after you have all you need on the weigh scale "TYPE START" in the computor room, the newspaper will then be printed.
Extra to the maze of ducts,keep on going down to reach the basement.
Extra to Bio Gem, collect all 17 gems then do the Bio Gem last.

SQUTRM

Our thanks to Michael Davies of Dyfed for the following hints on this Mastertronic game.

If you push the 'B' key when you are on the first screen you will be transported to the final screen.

When playing on the keyboard push the 'Shift' key and you will go much faster. Push'Shift Lock' and you will go fast all the time.

TEN LITTLE INDIANS

COMPLETE SOLUTION

Wait,wait,e,d,get spanner,u,e,s,turn 1983,examine,get yellow,n,exam table,get match,n,e,n,e,w,n,w,w,go gate,up,drop,get match,d,e,n,e,n,e,e, exam mud,get brass,w,s,exam crate,exam crate,get candle,get rope,n,stamp foot,light candle,drop match,swim,dive,n,w,n,w,w,go gate,up,tie rope,get yellow,get spanner,climb rope,w,open door,go door, drop ever,pull arm, get candle,go stairs,u,n,e,go opening,d,s,get silver,e,get bowl,u,u,u,s, d,d,drop ever,get violet,get yellow,get silver,s,s,w,go stand,drop ever s,e,n,e,exam plant,get green,s,get hammer,n,w,n,drop ever,get green,s,s w,go stand,drop ever,s,e,n,n,go stairs,u,e,gowindow,d,climb fountain,get pink,d,e,get chisel,w,u,w,w,d,d,drop ever,get pink,s,s,w,go stand,drop ever,s,e,n,n,go stairs,u,e,e,get blue,w,w,d,d,s,s,w,go stand,drop ever, s,e,n,n,get spanner,get hammer,get chisel,dismantle suit,get grey,s,s,w, go stand,drop grey,s,e,n,n,get candle,w,s,dismantle tiles,go hole,get red,u,e,d,drop ever,get red,s,s,w,go stand,drop ever,s,e,n,n,go stairs,u e,go window,climb balls,jump e,s,get white,s,jump,e,n,s,w,w,go door,s,s w,go stand drop ever,s,e,n,n,get trowel,e,e,climb rope,d,e,n,e,n,e,e, dig,with trowel,get black,n,n,w,n,w,w,go grate,w,climb rope,w,go door,s s,w,go stand,drop black,s,e,exam safe,get gold.

DINE MACHINE

Wear protective clothing when smashing objects, the key is behind the painting, wedge the lever with the rock, the rigging is climbable the bronto is vegatarian, fix the boat with rope, needle and sails, dig on the island, force open the plate with the hammer, vandalise the generator.

WORLD SERIES BASEBALL

It is best not to try and steal bases because this usually means you get run out, or stumped, you should just start a chain so when the batter runs another man comes in to score a point, also try to get as many points as possible in the first inningsas this makes it much easier in the later innings also if there is a man at the opposing team on second base. If you throw the ball around a bit the man will run to third base but before he gets there, throw the ball back to the pitcher and the man should stop just before he gets to the base, you can now go and touch him and he is out.

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**********GAME REVIEW SECTION**********

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C16/PLUS 4 SOFTWARE REVIEW

Over the next few months we will be looking at the new releases in the software market and giving our judgement on the quality of the games. This issue we look at some of the best of the games on offer and give a brief summary as to the quality and enjoyability of the games.

TITLE C16/PLUS 4 CLASSICS
PUBLISHER GREMLIN
R.R.P. £9.95

This compilation tape contains 4 arcade type games from Gremlin which have all been released individually over the past 12 months , so should represent good value for money. We look at each of the games independantly.

DORKS DILEMMA As Dork you have to collect parts of your wrecked spaceship which have been stolen and hid by the nasties when you crash landed on their planet. Success will mean the ability to escape. There are 25 screens each containing a piece of your ship. You have to avoid the nasties on each screen and if possible blow them up with a carefully placed time bomb. Nice game but a little repetitive.

PETALS OF DOOM Atouch of the flower power with this one. The game is basically a shoot em' up where you have to protect the planets foliage from plant eating aliens by doing so enabling the plants to grow and so aid your escape. Avariation on a theme that does lack a little game content.

XARGON WARS Typical arcade style space invader/galaxion type game. Protect your Mother planet from the aliens who swoop down in attack waves throwing everything at you. Quick reflex's a must and success on a screen means even more of the same but on a more difficult level. An attractive conversion of an arcade classic.

TYCOON TEX Probably the best of the four in the main thanks to its originality as you fight it out to protect your oil pipeline from bombs, planes, explosive missiles, and arrows. Too much damage to your pipeline and the games over. All you hold is loaded 6 guns and the will to complete your pipeline so that you can go on to the next level.

H&D VERDICT

All four games were at one time full priced games and this tape saves you about £18 on their original prices. In fairness, of the 4 Tycoon Tex is the best and on its own is still worth £6.95, on this basis the other 3 games have to be worth the extra £3. Great value for money unless you already own Tycoon Tex or 2 or 3 of the others. Highly recommended.

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CORMAN

TITLE CORMAN
PUBLISHER COMMODORE
R.R.P £5.99

Corman is the typical arcade platform game and is probably one of the best currently available. Corman (what a strange name for a cat burglar) has wonderful powers and 9 lives. His aim is to collect all the flashing diamonds from all of the ten screens to pull off the biggest diamond robbery in history the diamonds are scattered around each screen which contains many creatures who patrol the screens and many ropes, lifts and ladders that have to be negotiated to achieve your aim. Be warned one touch from a creature or a nasty fall and bang goes one of your nine lives. You can choose your own level to play between one and 10 and one of five speeds from slow to fast.

Even on a slow speed the game is not easy, why else would they give you nine lives. Incredibly addictive and aggravating.

H&D VERDICT

Excellent entertainment totally addictive one of Commodores best so far and at only £5.99. Highly recommended.

TITLE ENIGMA
PUBLISHER COMMODORE
R.R.P £5.99

Another arcade addicts ideal game you move around a large maze with three main requirements, one is to collect keys to open locked doors one is to blast away at the aliens but this does waste vital laser power so leads to the third requirement which is to find and collect energy cells. Graphically the game is very simple but very addictive Your laser carrying robot enters various rooms and has a couple of seconds before the aliens home in on him. You have 3 lives and contact with the alien loses one of them. Mapping is advised and is probably essential to complete the game.

H&D VERDICT
An excellent arcade game from Commodore and tremendous value at only £5.99, Highly recommended.

****

TITLE GREMLINS
PUBLISHER ADVENTURE INTERNATIONAL
R.R.P £7.95

This is a text adventure and you play the part of a young man called Billy. If you've seen the film, the scenario is familiar. An American town Kingston Falls has been taken over, you aided by your little Mogwai Gizmo have to save Kingston Falls or perish in the attempt.

Although text only, the adventure is quite enjoyable and certainly far more playable than Adventure International earlier Hulk and Spiderman efforts to see the film is certainly a help but even if you have or have'nt it should not spoil your playing too much.

H&D VERDICT
Highly recommended adventure for those new and familiar to adventure

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TITLE SWORD OF DESTINY
PUBLISHER GREMLIN
R.R.P £6.95

An arcade adventure game where you play the part of Kelak who has been killed in battle by the evil warlock Xorphos who also stole his heart Your quest is to go forward with your sword of destiny and get back your heart and free your soul from its torment. To achieve this aim as well as killing your enemies you have to collect various flashing objects that are spread about the various screens.

Quite a good game which may not have enough game content for some people.

H&D VERDICT
A nice arcade adventure that sould keep you happy for a few hours at least, recommended but with reservations about game content.

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TITLE KUNG-FU-KID
PUBLISHER GREMLIN
R.R.P. 6.95

At last a karate simulation for the C16/Plus 4. Emporer To Ming has banished you to the 8th skill level, just think of the shame ! So now its up to you to demonstrate your true qualities of combat. Battle through 8 levels of opposition including the Emporers own evil lizard at the end of each level. Keep a special look out for swords, daggers, and magical pots which may be of help during your quest.

Originality has to be one of the games plus points. Although it is advertised as a martial arts spectacular in play you only really have 3 real action movements apart from being able to move left and right, those being to punch, kick, and jump. So not a great deal of variation but timing of utmost importance. A very original scenario with a reasonable game content.

H&D VERDICT
Amust for your shopping list if lacking just a little variation in play. A pleasant change from the type of software currently available. Highly recommended.

****

TITLE TIMESLIP
PUBLISHER ENGLISH SOFTWARE
R.R.P £6.95

This game first appeared last summer but still remains the best skramble type game currently available. The main aim of the game is to destroy 36 time orbs which are spread evenly between 3 time zones. You must synchronize each zone to 0000hrs and you have 24 game playing hours to do it in. Be warned being blown up causes time penalties against you. The zones are all on screen at the same time and although you are on one at anytime that zone scrolls along with you. It is possible to freeze a zone and try for another one. The top screen is the planets surface where you fly a space ship. The middle is the underground caverns where you are a jetman and the bottom has you in the underground river where you are a submarine.

An excellent game for the skramble game fan that contains just a touch of strategy.

H&D VERDICT
Probably one of English softwares best games and certainly one the arcade player should have in his collection. Recommended.

TITLE **TUTTI FRUTTI**
PUBLISHER **MASTERTRONIC**
R.R.P. **£1.99**

Agame based on the well used and successful Pacman theme. This casts you in the role of a Super Strawberry who runs around the screen gobbling cherries and dodging the nasty rotten apples. Once a screen is cleared its on to the next level and a slightly different scenario. This change in scenery does make the game far more interesting and gives a far better lasting appeal. There is a nice pleasant tune and the graphics are quite good.

H&D VERDICT

Probably the best Pacman type game currently available and at only £1.99 it adds up to tremendous value for money. If this type of game is up your street then buy it. Highly recommended.

****

TITLE **WIZARD AND PRINCESS**
PUBLISHER **MELBOURNE HOUSE**
R.R.P **£6.95**

A text adventure where you are the hero, your mission to rescue the lovely princess from the evil wizard (hiss!). The adventure takes you through five various stages each being loaded seperately and you battle against various nasties and monsters. To aid you on your quest you are capable of various acts of magic which believe us you'll need to complete your task.

An adventure in the old mould that does pack one or two nice touches if perhaps a little repetitive at times.

H&D VERDICT

Reasonably priced, Troll bashing adventure that will appeal to many. Recommended.

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TITLE **THE ZORK TRILOGY (PLUS 4 DISC ONLY)**
PUBLISHER **INFOCOM (COMMODORE)**
R.R.P **£11.99 each**

THe Zork adventure trilogy takes up three quite unique discs entitled not surprisingly Zork I, Zork II and Zork III. Each can be played independantly and take you into the marvellous world of fantasy adventure. It is the nearest thing yet to the great adventure games now played in various ways on giant main frame computers by hundreds of adventurers. The action takes place in a vast underground empire, where many monsters and dangers lie in wait . There are mini tasks and major quests to complete but all in all just surviving from day to day will give you tremendous satisfaction.

H&D VERDICT

Any PLUS 4 owner who loves or even likes adventures should beg, steal or borrow to get at least one if not all three of these brilliant adventures. Buy them!

TITLE **STEVE DAVIES SNOOKER**
PUBLISHER **C.D.S.**
R.R.P. **£7.95**

The only current snooker simulation although there is a pool simulation from Bubble Bus in the shape of the 'Hustler'. The rules stick closely to the original table game and you can either play against the computer or a friend. You line up your shots by moving a cursor around the table and also have a strength bar so that you can try to judge the power of the shot. It takes a fair amount of skill to line the shots up correctly and don't be surprised if a game takes you over an hour to complete. The balls move fairly smoothly about and bounce fairly realistically of the cushions. The game is far more enjoyable against a friend. If you're lucky enough to own a snooker table then there is no real incentive to add this to your collection, otherwise it is a game that will keep you going back for more.

H&D VERDICT

Slightly overpriced in our opinion but still reasonable value for money. If you're a snooker fan, recommended.

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We have looked at just some of the C16/Plus 4 software that is available and over the next few months we will be reviewing any new releases. Below we list further games that we were unable to fit in the review but do represent good value for money as far as were concerned.

If your favourite game or games are missing from our list let us know along with your views and we may use this information in future issues.

ADVENTURE	
CIRCUS	TEXT ADVENTURE BY CHANNEL 8.
CLASSIC ADVENTURE	THE ADVENTURE THAT STARTED IT ALL BY MELBOURNE HOUSE.
THE INCREDIBLE HULK	ADVENTURE INTERNATIONALS TEXT ADVENTURE
SPIDERMAN	TEXT ADVENTURE FROM ADVENTURE INTERNATIONAL.
ARCADE	
AIRWOLF	HELICOPTER ARCADE ACTION FROM ELITE.
BEACH HEAD	CLASSIC ARCADE SHOOT EM' UP FROM U.S. GOLD.
BLAGGER	PLATFORM DODGE AND COLLECT GAME FROM ALLIGATA.
DARK TOWER	ARCADE ADVENTURE FROM MELBOURNE HOUSE.
ROLLER KONG	ARCADE KONG ACTION FROM OCEAN.
SPORT	
DALEY THOMPSONS STAR EVENTS	ATHLETICS ACTION FROM OCEAN.
WORLD CUP	FOOTBALL MATCH ACTION FROM ARTIC.

SIMULATION
THE BOSS — FOOTBALL MANAGEMENT SIMULATION FROM PEAK SOFT.

FLIGHT PATH 737 — FLY A 737 AIRCRAFT BY ANIROG.

GRAND MASTER CHESS — CHESS SIMULATION FROM AUDIOGENIC.

READERS REQUEST SPOT

READER WORD SEARCH

For our first issue Dean Smith of Macclesfield has enclosed the Following word search.(solution next issue)

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M S C O M M O D O R E O
O E L D I S P T O D L M
N P S L O M O B C I Z P
I J I O H G F W D S X A
T K Q S F R S X Y K X R
O M C D P T V W Z D S E
R I M D R T W U L R R T
P C H L I A V A M I T U
Q R O R N S T P R V O P
J O Y S T I C K W E N M
J O Y S E I L M N O T O
R S L M R B A C D F E C
I N T E R F A C E J G H
I T E R L M F C E A D E
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FIND THE FOLLOWING COMPUTER RELATED WORDS:

COMMODORE
SOFTWARE
INTERFACE
JOYSTICK
MICRO
PRINTER
DISK DRIVE
SLOMO
COMPUTER
MONITOR

ARCADE/ADVENTURE HELPLINE

Each issue we will have a column devoted to those who are stuck in a game, whether it be at a locked door in an adventure or on a tough screen in an arcade game. Write in and if we can't solve the problem there is a chance that one of our readers can.

To kick off this issue we have a plea for help from Mr D Kane of 4 Ozanan close, Fordley, Cramlington, Tyne and Wear, NE23 7BW. He is stuck in Catacombs and cannot get past the Zombie. If you can help write to us or direct to Mr Kane.

ARCADE/ADVENTURE HELP OFFERED

Remember the joy when you solved an adventure problem that had kept you pulling your hair out for days or when you finally mastered a screen on an arcade game after many fruitless attempts. If you do just spare a thought for those who may be stuck at the same spot. Not only do we have a helpline but we also ask our readers to write in offering help on games they have partially or completely finished. There may be someone out their desperate for help on a specific problem or on a solution to a whole game.

Mr D Kane of 4 Ozanan close, Fordley, Cramlington, Tyne and Wear, NE23 7BW has completed the Hulk, Spiderman, Circus, Time machine, and Classic adventure and offers help to anyone who is lost in these adventures, For help please send a stamp addressed envelope and he will be more than happy to reply.

TECHNICAL HELP/RECOMMENDATIONS

If you need any help on a problem you have with your machine or woul like to recommend say a peripheral to other C16/Plus 4 owners. Write in and we'll print your recommendations or problems.

SWOPS/MESSAGES/SALES

If you have any messages you want printing or swops or second hand sales you wish to make through the handbook just drop us a line and we will be more than pleased to print your requests.

H&D QUIZ SPOT

H&D WORD SEARCH

There are 20 C16/Plus 4 game titles hidden in the grid can you find them. (solution next issue)

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Q W V D W O H O H A Y I T V A U C G V D
B I B O S U S P E N D E D K I D N R C P
R Z N T F B M E C K S K R A M B L E E E
C A J C N H E R A M D P K C A F P M P C
H R S G R E M L I N S R R X E N B L E I
U D C L I E B S D Q O U B P G E L I J E
S A D A K F D G E Z R I K U A S G N H P
T N O J E B Q I M J B F N C H S D S T R
L D E I F M D W B W F X H D I C T C J O
E P L V O X B H Q L M H S L R N O A E L
R R O E U R E P A N E Y F R L A L I R L
I I G A F A Y K S A N H R O I M U D U E
U N C M F C J F D O I S U W D R E O E R
E C L T H E B O S S G M A L T E C Z Y K
O E I E R R J G Q U M U B E K D R Y H O
C S B K P S C O R M A N I P D I J A A N
C S W A L F K H F E P Y A M Y P D C T G
W S G M G T A S T O P K C A J S A G E V
S T E V E D A V I E S S N O O K E R V Q
R S B Q E V B I Q D I K U F G N U K Y U
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XT ISSUE*NEXT ISSUE*NEXT ISSUE*NEXT ISSUE*NEXT ISSUE*NEXT ISSUE*NEXT IS

Our aim is to pack even more into issue 2. With your help we can make the handbook even bigger and better. We desperately need your own game playing tips and especially maps, so please do your best.

Our next issue will include all the following items:

NEWS

All the latest news that effects C16/Plus 4 owners, to keep up to date don't miss issue 2.

REVIEWS

Reviews on all the latest software releases with a percentage scoring system that will sort the duff games from the classics. We hope to be able to look at the following new releases before the next issue. 'Death Race' from Atlantis,'Cyborg' from budgie, 'Gull Wing Falcon' by Gremlin, 'World Series Baseball from Imagine, 'Tynesoft Starter Pack 2' from Tynesoft, plus any other new releases that appear before the next publication date.